

Hunter:

Leadline: This class will be run during the lunch break (approximately 12pm). All riders to be 10 or under as of January 1st and led by a competent handler over the age of 16.

Walk Trot Division

This division is open to riders who are not showing in any class requiring them to canter or jump. Designed for beginners in their first year of showing and horses that are not prepared to show at a canter. Hunter Over Fences will be over a simple course of 4 jumps. Equitation Over Fences classes will require a halt.

1. Hunter Under Saddle
2. Equitation on the Flat
3. Hunter Over Fences-Ground Poles
4. Equitation Over Fences-Ground Poles

Short Stirrup Division

This division is open to riders who are not showing in any class requiring them to jump higher than 2'3". Rider's to be less than 14 years of age as of January 1st. Hunter Over Fences will be over a simple course of 6 jumps. Equitation Over Fences classes will require a halt and trot fence.

5. Hunter Under Saddle
6. Equitation on the Flat
7. Hunter Over Fences-18"
8. Hunter Over Fences-18"
9. Equitation Over Fences-18"

Long Stirrup Division

This division is open to riders who are not showing in any class requiring them to jump higher than 2'3". Rider's to be 14 years of age or older as of January 1st. Hunter Over Fences will be over a simple course of 6 jumps. Equitation Over Fences classes will require a halt and trot fence.

10. Hunter Under Saddle
11. Equitation on the Flat
12. Hunter Over Fences-18"
13. Hunter Over Fences-18"
14. Equitation Over Fences-18"

Pony Division

This division is open to ponies under 14.2 hands who are not showing in any class requiring them to jump higher than 2'6. Hunter Over Fences will be over a simple course of 7 jumps. Equitation Over Fences classes will require a halt, trot fence and simple rollback.

- 15. Hunter Under Saddle
- 16. Equitation on the Flat
- 17. Hunter Over Fences-2'
- 18. Hunter Over Fences-2'
- 19. Equitation Over Fences-2'

Novice Division

This division is open to riders who are not showing in any class requiring them to jump higher than 2'6. Hunter Over Fences will be over a simple course of 7 jumps. Equitation Over Fences classes will require a halt, trot fence and simple rollback.

- 20. Hunter Under Saddle
- 21. Equitation on the Flat
- 22. Hunter Over Fences-2'
- 23. Hunter Over Fences-2'
- 24. Equitation Over Fences-2'

Green Hunter Division

This division is open to green horses. Hunter Over Fences will be over a simple course of 8 jumps. Model class to be performed in hand, handlers will present horses to judge and show a walk and trot in hand; horse to be judged on conformation, movement, and behaviour suited to the hunter ring.

- 25. Hunter Model In Hand
- 26. Hunter Under Saddle
- 27. Hunter Over Fences-2'
- 28. Hunter Over Fences-2'3
- 29. Hunter Over Fences-2'3

Child/Adult Amateur Division

This division is open to riders who are either under 18 years of age as of January 1st or an adult amateur, meaning they do not earn a living coaching riders or training horses.

Hunter Over Fences will be over a simple course of 8 jumps. Equitation Over Fences classes will require a halt, trot fence, and rollback.

- 30. Hunter Under Saddle
- 31. Equitation on the Flat
- 32. Hunter Over Fences-2'3
- 33. Hunter Over Fences-2'3
- 34. Equitation Over Fences-2'3

Low Division

This division is an open division. Hunter Over Fences will be over a course of 8 jumps. Equitation Over Fences classes will require a halt, trot fence, bending line, and rollback.

- 35. Hunter Under Saddle
- 36. Equitation on the Flat
- 37. Hunter Over Fences-2'6
- 38. Hunter Over Fences-2'6
- 39. Equitation Over Fences-2'6

Open Division

This division is an open division. Hunter Over Fences will be over a course of 9 jumps. Equitation Over Fences classes will require a halt and back 3 steps, trot fence, bending line, and rollback.

- 40. Hunter Under Saddle
- 41. Equitation on the Flat
- 42. Hunter Over Fences-2'9
- 43. Hunter Over Fences-2'9
- 44. Equitation Over Fences-2'9

Specialty Classes

Specialty classes will offer prize money based on entries. Cost to enter will be \$10 separate from any division or day fees and all entry money will be split as prize money 40% 30% 20% 10%

For example:

If 20 riders enter at \$10 that will mean \$200 will be split 40%(\$80) 30%(\$60) 20%(\$40) 10%(\$20)

45. Hunter Pairs- Two riders will ride side by side at walk/trot/canter; judge to look for rider's to stay in sync, showing smooth transitions and a consistent pace.

46. Equitation Medal-Option 2'2"3- Riders will be able to choose between the two height options when they sign up for the class. Classes will be over a course of 8 jumps, including a halt, rollback, bending line, and trot fence. The top scoring 50% or six riders, whichever is greater, will return for a flat class at the walk trot and canter. At judge's discretion a counter canter, hand gallop, collected trot, extended trot, or sitting trot without stirrups may be called for to determine the winner.

47. Hunter Derby-2'2"6-Riders will be able to choose between the two height options when they sign up for the class. Horses will be judged according to a horse on the hunt field; showing enthusiasm, swapping leads, and slight head tossing are encouraged. Jumps may include some natural style obstacles (hay bales, small logs, brush etc.) and there will be higher or more difficult jump options that score more points. There will be 10 jumps in the first round. Top 50% or six horses whichever is greater will return for a second round over 6 fences with a trot option and higher options. Scores to be combined from first and second round for placings.

Jumper:

Ground Pole Jumper

This division is open to riders who are not showing in any class requiring them to canter or jump. Designed for beginners in their first year of showing and horses that are not prepared to show at a canter. Classes will be over 6 jumps to be completed at a trot. An optimum time will be set. The goal is to come as close to the time as possible, no faster and no slower. 1 fault for every time a horse breaks into a canter and 4 faults for a refusal or knock down (qualifies as a knock down if jump crew needs to make any adjustments to return to original position).

48. Optimum Time-Ground Pole

49. Optimum Time-Ground Pole

Beginner Jumper

This division is open to riders who are not showing in any class requiring them to jump higher than 2'3. Course to include 6 jumps over a simple jumper course. An optimum time at a slow canter will be set. The goal is to come as close to the time as possible, no faster and no slower. 4 faults for refusals or knockdowns.

50. Optimum Time-18"

51. Optimum Time-18"

Novice Jumper

This division is open to riders who are not showing in any class requiring them to jump higher than 2'6. Course will be over 7 simple fences and may include one easy combination. An optimum time at a medium canter will be set for the first course. The goal is to come as close to the time as possible, no faster and no slower. Second course will be run Table A which includes a first round where riders will not be timed; all clear rounds will proceed to an immediate jump off. 4 faults for refusals or knockdowns.

52. Optimum Time-2'

53. Table A Immediate Jump Off-2'

Pony Jumper

This division is open to riders on ponies who are not showing in any class requiring them to jump higher than 2'6. Course will be over 7 simple fences and may include one easy combination. An optimum time at a medium canter will be set for the first course. The goal is to come as close to the time as possible, no faster and no slower. Second course will be run Table A which includes a first round where riders will not be timed; all clear rounds will proceed to an immediate jump off. 4 faults for refusals or knockdowns.

52. Optimum Time-2'

53. Table A Immediate Jump Off-2'

Green Jumper

This division is open to green horses. Course will be over 7 simple fences that are inviting to the green horse and may include one easy combination. An optimum time at a medium canter will be set. The goal is to come as close to the time as possible, no faster and no slower. 4 faults for refusals or knockdowns.

54. Optimum Time-2'

55. Optimum Time-2'3

Junior Amateur Jumper

This division is open to all riders. Course will be over 8 simple fences to include a combination. An optimum time at a brisk canter will be set for the first course. The goal is to come as close to the time as possible, no faster and no slower. Second course will be run Table A which includes a first round where riders will not be timed; all clear rounds will proceed to an immediate jump off. 4 faults for refusals or knockdowns.

56. Optimum Time-2'3

57. Table A Immediate Jump Off-2'3

Open Jumper

This division is open to all riders. Course will be over 8 fences to include at least one combination. First course will be run Table A which includes a first round where riders will not be timed; all clear rounds will proceed to an immediate jump off. Second round will be a Power and Speed, the first 4 jumps are the power portion, asking more questions and set to full height. If those first 4 jumps are clear rider can continue onto the second half of the course, which will be simple and designed for speed. 4 faults for refusals or knockdowns.

58. Table A Immediate Jump Off-2'6

59. Power and Speed-2'6

Specialty Classes

Specialty classes will offer prize money based on entries. Cost to enter will be \$10 separate from any division or day fees and all entry money will be split as prize money 40% 30% 20% 10%

For example:

If 20 riders enter at \$10 that will mean \$200 will be split 40%(\$80) 30%(\$60) 20%(\$40) 10%(\$20)

60. Gambler's Choice-Max 2'3-Riders will choose their own, safe, rideable course. Every jump will have an unknown value of 10, 20, 30, or 40 points. Jumps will be set to be jumped in either direction. Jumps can be jumped two times from each direction. If a jump is knocked down it cannot be jumped again. Winner is the rider with the most points after 1 minute.

61. Gambler's Choice-Max 2'9-Riders will choose their own, safe, rideable course. Every jump will have an unknown value of 10, 20, 30, or 40 points. Jumps will be set to be jumped in either direction. Jumps can be jumped two times from each direction. If a jump is knocked down it cannot be jumped again. Winner is the rider with the most points after 1 minute.

62. Four Bar Competition- Starting at 18"- A four bar class is a different type of jumper class, based off of six bar competitions. Four jumps will be set consecutively with 2 or 3 12' strides set between each. Each jump is 3 inches higher than the first. And every round the jumps go up. Any rider who is clear through the four jumps moves on to the following round until there is only one rider left. Riders may withdraw at any time and keep whatever placing they were at previous to withdrawal.

Jump heights will be as follows:

Round 1: Ground pole	12"	15"	18"	
Round 2:	12"	15"	18"	21"
Round 3:	15"	18"	21"	2'
Round 4:	18"	21"	2'	2'3
Round 5:	21"	2'	2'3	2'6
Round 6:	2'	2'3	2'6	2'9
Round 7:	2'3	2'6	2'9	3' ETC.